9000. Claims

9020.   We claim:

9021.   **1.** A game consisting of a plurality of playing pieces, each said piece being simultaneously an element of an even number of at least four distinct series, each said series being comprised of the numbers 1 to 9, with each said series being extended by following the 9th element with the element 1, then 2, and so on repeatedly; and

wherein the four or more series on each piece are grouped into series pairs, with the elements of each series pair totaling the number nine on each playing piece, except in the case where all the four series elements on a piece are the element 9.

9022.   **2.** The game of claim **1** wherein the front surface of the playing pieces are divided into possibly separable sections, one for each distinct series of which the playing piece is a member, each said section bearing a unique marking associated with and identifying the series of which it is a member, each said section being further marked with an indicium representing the element of the series of which the section is a member.

9023.   **3.** The game of claim **2** wherein the playing pieces are square tiles.

9024.   **4.** The game of claim **2** in which the indicia representing the elements of the series of which each quadrant is a member are represented by numbers.

9025.   **5.** The game of claim **2** wherein the playing pieces are square or hexagonal tiles; and

wherein the sections covering the front surface of the tile are possibly separable isosceles triangles.

9026.   **6.** The game of claim **5** wherein each of the isosceles triangle sections covering the front surface of the tile is subdivided into 9 equal-sized smaller isosceles triangles which fill the section, of which said 9 triangles any side adjacent triangles being inverted, all 9 being arranged in a pattern of 5 side adjacent triangles with the hypotenuse of the center triangle coincident with the outer border of the tile, next to which are 3 side adjacent triangles with the isosceles vertex of the central triangle coincident with the isosceles vertex of the central triangle of the first 5 triangles, next to which is one triangle whose hypotenuse is coincident with the hypotenuse of the central triangle of said 3 triangles, and whose isosceles vertex is coincident with the center of the tile.

9027.   **7.** The game of claim **5** wherein each isosceles triangle section covering the surface of the tile contains from one to nine geometric or schematic indicia indicating the

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element of the series of which the quadrant is a member, arranged in three stacked rows of five, three, and one indicia, said row of five indicia being located to the outside of the tile, the row of one indicium being located in the isosceles vertex of the triangle, and the row of three indicia being located between the row of five indicia and the row of one indicium.

9028.   8. The game of claim 7 wherein the schematic indicia are embossed on the front surface of the tile.

9029.   9. The game of claim 3 wherein the sections covering the front surface of the tile are possibly separable squares, and where the game is played on a game board.

9030.   10. The board game of claim 9 in which the indicia representing the elements of the series of which each quadrant is a member are comprised of a set of schematics with no intrinsic orientation embossed on the front surface of the tile to enable the element number and the series of which it is a member to be accessible to the blind.

9031.   11. The board game of claim 9 in which the indicia representing the elements of the series of which each quadrant is a member are represented by a pattern of geometric, schematic, or other shapes, one such shape for each quadrant, arranged as the numbers on ordinary playing cards Ace through 9.

9032.   12. The board game of claim 9 in which the indicia representing the elements of the series of which each quadrant is a member are a set of nine small squares in a three by three pattern, the number of said small squares marked with a distinct pattern or color indicating the element of the series of which the quadrant is a member and identifying said series, said nine squares being arranged such that the first marked square is placed on either the innermost or outermost square in a quadrant, and as subsequent squares are added to increase the element count in a quadrant, they are added side adjacent to the previous squares in a clockwise or a counter-clockwise spiral, said board game:

wherein a minimal set of nine distinct playing tile front surface patterns form a minimal spanning set which when replicated are sufficient to fill the entire game board with tiles; and

wherein the game board is a square; and

wherein the game board is marked into squares the size of the square playing pieces.

9033.   13. The game board of claim 12 wherein the game board is divided into two equal-sized rectangular halves to aid in manufacturing, packaging, and shipping, as well as stacking, moving, and storing games in progress, such halves being placed side adjacent for game play.

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9034.   14. The game board of claim 12 wherein the game board is comprised of an 18 by 18 matrix of 324 squares.

9035.   15. The game board of claim 12 in which two or more Anchor Tiles are permanently affixed to the board to set the pattern for game players and to prevent the evolution of nonintersecting series during game play.

9036.   16. The game board of claim 12 in which four Anchor Tiles are permanently affixed to the board to set the pattern for game players, to prevent the evolution of nonintersecting series during game play, and to retain the aesthetic symmetry of the game board.

9037.   17. The board game of claim 12 in which the image imprinted on the game board surface is an enlargement of an image created by a minimal spanning set of the playing pieces.

9038.   18. The board game of claim 17 in which the game board is divided into the nine equal-sized pieces identical to but an enlargement of the nine minimal spanning set of playing pieces, thereby enabling the use of said nine game board pieces as playing pieces on a similarly marked, larger game board.

9039.   19. The board game of claim 17 in which the back surface, or the sides, or both the back surface and the sides of the playing pieces are imprinted with the mirror image of the image on the game board, such that a legal placement of a playing piece on the game board entails matching the image on the back surface, or the sides, or both the back surface and the sides of the playing piece with the image in the corresponding location on the game board onto which the playing piece is being placed.

9040.   20. The board game of claim 19 wherein a schematic representing the series corresponding to the pattern or color on the back surface and/or sides of each tile is embossed on the back surface of the tile, and the squares on the game board having like pattern or color are recessed to receive said schematic, thus rendering the game accessible to the blind.